

2/101

**2412E1118**

Candidate's Seat No : \_\_\_\_\_

**IMSc IT GDD (NEP) Sem-3 Examination**

**MDC-GDD-234T**

**Game Engine - I**

**Time : 1-00 Hour]**

**December-2024**

**[Max. Marks : 25**

- **Instructions:**
- • **Figures to the right indicate Full Marks.**
- • **Do not write anything on the question paper.**
- • **Simple calculator is allowed. Do not use a scientific calculator.**

**Answer the following question.**

**Q-1**

**(05 Marks)**

1. Is animation and animator different?  
I) Yes ii) No
2. By pressing key shall we change the colour of game object at runtime?  
I) Yes ii) No
3. Which component use in script is for change colour?  
i) Renderer ii) Transform iii) Rigid body
4. How can you quit from game?  
i) APPLICATION, Quit ii) Application. quit iii) Application. Quit
5. Are colliders come with default 3d objects?  
I) Yes ii) No
6. From which tool we paint mountain?  
i) brush ii) mouse iii) none
7. How much panels terrain have?  
i) 3 ii) 4 iii) 5
8. Which option is in paint terrain allow us to paint trees?  
i) paint trees ii) paint terrain iii) paint Textures
9. which component use material in Unity?  
i) Renderer ii) Transform iii) Rigid body
10. Shall we paint terrain with more than one textures?  
I) Yes ii) No

*(P.T.O)*